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was simulated in discrete cycles ... machine uses a 7-neuron **network** to drive ...

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... Combinations are copied with varying degrees of **fidelity**, allow- ing for ... The Simulated Evolution of **Creatures** and Their **Neural Networks** The simulations ...

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... style (which effectively abandons biological **fidelity** almost at ... To this end, a **neural simulator** (Hi-NOON) has ... in which synapses, neurons and **networks** are all ...

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RLB French, RI Damper, TW Scutt - First IEEE-RAS International Conference on Humanoid Robots, ... , 2000 - eprints.ecs.soton.ac.uk

... Further, since **real neural** systems incorporate different types of ... NOON has been used in **animat** (cricket phono ... a new project, where a **high-level** object-oriented ...

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C Geiger, M Latzel - Proceedings of the fourth international conference on ... , 2000 - portal.acm.org

... added functionality, such as fuzzy controllers, **neural** networks, or ... BrainAgent are part of a **Creature** object ... sensorial input as according messages to the **Brain**. ...

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Y Shim, S Kim, C Kim - Proceedings of the 9th International Conference on the ... , 2004 - 163.152.22.77

... Figure 6: **Low-level** controller. ... Since a **creature's neural** network is optimized only for a given ... Generating Flying Creature using Body-**Brain** Co-Evolution. ...

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... simple synthetic perception, a **neural-network** learning ... **level** expectation information into the **low-level** recognition process ... feature of the C4 **brain** (Isla et ...

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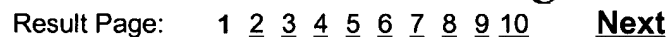
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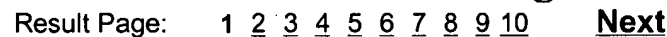
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